CURRICULUM VITAE

Personal information

Name, Surname:	Moldoveanu Alin Dragos Bogdan		
Date of birth:	05 Dec 1974	Sex:	M
Nationality:	Romanian		
Researcher unique identifier(s)	Researcher ID		
(ORCID, Researcher ID etc.):	Scopus Author ID		
	Google Scholar		
	<u>BrainMap</u>		
	ORCID		
URL for personal website	https://3d.upb.ro/team.html	•	

Education

Year	Faculty/department - University/institution - Country
2010-2013	Post doctoral study at Faculty of Automatic Control and Computers - University Politehnica of Bucharest – Romania (UPB-ACC) "Collaborative MMO mixed reality education - 3DUPB - 3D MMO virtual representation
2008	and interaction service".Ph.D. in Computer Science (Virtual Reality, Software Eng., Ubiquitous Comp.) at UPB-
2000	ACC "Concepts and Scalable Architectures for Extensible 3D Virtual Spaces".
1998-1999	Master in Computer Science - UPB-ACC

Positions - current and previous

 $\stackrel{-}{(Academic\ sector/research\ institutes/industrial\ sector/public\ sector/other)}$

Year	Job title – Employer - Country
2015-present	Professor, UPB-ACC, Romania
2009-2015	Associate Professor, UPB-ACC, Romania
2005-2009	Lecturer, UPB-ACC, Romania
1999-2005	Teaching Assistant, UPB-ACC, Romania
2002-2009	Technical manager, Soft Plus Plus, Romania
1999-2000	Object oriented methodologies advisor, Ericsson Software Division, Romania
1995-1999	Chief designer, Neuron S.R.L., Romania

Project management experience

(Academic sector/research institutes/industrial sector/public sector/other. Please list the most relevant.)

•	Division institutes/industrial sector/public sector/other. I tease itst the most retevant.)
Year	Project title - Role - Funder - Budget - link to project webpage
2015 - 2017	Sound of Vision - Natural sense of vision through acoustics and haptics
	Horizon 2020, H2020-PHC-2014. ID. 643636,.
	Total value: 3,960,709 Euro. UPB partner value: 575,938 Euro
	Roles: Principal elaborator of the proposal; Project's technical coordinator; UPB partner
	responsible; Steering committee permanent member.
2018 - 2020	Lib2Life - Revitalizing libraries and cultural heritage through advanced technologies
	National project, Complex Project
	Total value: 5,285,104 RON. UPB partner value: 2,636,292 RON
	Roles: UPB partner coordinator; coordinator for the sub-project "Cyber-Physical Library
2014 – 2017	TRAVEE - Virtual Therapist with Augmented Feedback for Neuromotor Recovery
	National partnerships project, PN-II, ID. 1/2014(PN-II-PT-PCCA-2013-4-1580), 2014 -
	2016
	Role: Director. Value: 285,000 Euro. Special mentions: project ranked 1st in the
	competition.
2022 - 2024	TRAVEE - Virtual Therapist with Augmented Feedback for Neuromotor Recovery
	Project for transfer to industry partner. UPB budget: 250,000 RON. PTE 83/2022
	Role: UPB Responsible
2015 – 2018	HAI-OPS - Hospital Acquired Infection and Outbreak Prevention System (Eurostars
	Project E98321), UPB partner responsible
	Total value: 1,297,000 Euro. UPB partner value: 95,000 Euro
2020 - 2022	SoV Lite – Natural, accessible, and ergonomic audio-haptic sensory substitution for the
	visually impaired. National project for technological transfer (PTE)
2020 - 2022	Prevent – Integrated Platform for the Prevention of Hospital Acquired Infections. National
	project for technological transfer (PTE),
2020 - 2022	SmartCare – Integrative platform for home care assistance solutions. National project for
	technological transfer (PTE),
2020 - 2022	PhoVR – Phobias Immersive Therapy through Adaptive Virtual Reality and Biofeedback.
	National project for technological transfer (PTE),
2013 – 2017	AESOP (A European and South African Partnership on Heritage and Past)
2010 2017	Erasmus Mundus Action 2 Partnerships. Partner coordinator (UPB).
2012 – 2013	3DXP - 3D Animation and Graphics, a Step towards the Future
2012 2013	National project, POSDRU, ID. 81673.
	Responsible with implementation.
2012 – 2013	QUESTOR (Quest for Reports), Eureka! 5883 Partner coordinator (UPB).
2012 - 2013 $2008 - 2010$	Strategic Planning for Sustainable Clustering of Collaborative SMEs (SMEcluster)
2000 – 2010	LdV 2008-1-TR1-LEO05-03157,. Partner coordinator (UPB).
2008 – 2010	Establishment of Sustainable Collaborative SME Networks (SMEnet)
2000 — 2010	
2005 2006	LdV, UPB id I130902. 2008-2010. Partner coordinator (UPB).
2005 - 2006	Virtual 3D Technical Museum of Vienna, Embedded Navigational and Informational
	System.
	Beneficiary: Technical Museum of Vienna. 2005-2006. Soft Plus Plus SRL.
	Partner coordinator, Tech lead.
2009 - 2016	Neuron GIS for Bucharest City Hall, other city halls, Neuron SRL.
	Tech lead

Other relevant professional experiences

Year	Description - Role		
2015 - present	Vice-Dean at UPB-ACC, in charge of the Masters' studies (25 programmes)		
Membership in	o IEEE Access, Associate Editor		
journal boards,	Mathematics, Editorial board member, Special issue editor		
editorship etc.	UPB Scientific Bulletin (scientific reviewer)		
(selection)	Frontiers in Computer Science (scientific reviewer)		
	Computational Intelligence (scientific reviewer)		
	Pattern Recognition Letters (scientific reviewer)		
	o Technologies (scientific reviewer)		
	Disability and Rehabilitation: Assistive Technology (scientific reviewer)		
	Advances in Multimedia (scientific reviewer)		
	IEEE Transactions on Human-Machine Systems (scientific reviewer)		
	o IEEE Transactions on Cognitive and Developmental Systems (scientific reviewer)		
	Information (scientific reviewer)		
	o Journal of Biomedical And Health Informatics (scientific reviewer)		
	Behav Neurol (scientific reviewer)		
	o Frontiers in Virtual Reality (special issue initiation)		
Membership,	o eLearning and Software for Education Conference (eLSE) – technical track		
in various	coordinator (2018-2022)		
years, in	o RoCHI (Romanian HCI Conference) 2019 – President, 2012-2021 PC member		
boards of over	o ACVR2019 - 7th International Workshop on Assistive Computer Vision and Robotics		
50	o Creativity in Intelligent Technologies & Data Science – CITDS 2015-2019		
conferences,	o Dev-play - The Romanian Conference on Game Development, Educational panel		
such as	member.		
(selection)	o Computer Vision Conference (CVC) 2019		
	o Computing Conference 2019		
	o FTC 2018 - Future Technologies Conference 2016,2017, 2018 – PC member		

Track record of the last 10 years

(selection of ten most important scientific outputs (publications, patents, technologies etc).)

- Dascalu, Maria and Bodea, Constanta-Nicoleta and Moldoveanu, Alin and Mohora, Anca and Lytras, Miltiadis and Ordoñez de Pablos, Patricia. A Recommender Agent based on Learning Styles for Better Virtual Collaborative Learning Experiences. Computers in Human Behavior. Elsevier, ISSN 0747-5632, pp. 243-253, 2015. Q1 in 2 categories. IF 9.9
- Muller, Andrei and Moldoveanu, Alin et al. 3D Smith charts scattering parameters frequency-dependent orientation analysis and complex-scalar multi-parameter characterization applied to Peano reconfigurable vanadium dioxide inductors. Scientific Reports Nature. Nature Publishing Group, vol.9, art.18346, ISSN 2045-2322. Dec. 2019.
- Moldoveanu, Alin et al. Reusable Virtual Training and Evaluation Solutions for Sensory Substitution Devices. CHI'19 Hacking Blind Navigation Workshop. 2019. (A* conference, ranked 1st in HCI domain)
- o *Patent*. Lucian Petrescu, Anca Morar, Florica Moldoveanu, Alin Moldoveanu, Brevet de inventie, "*Sistem pentru segmentarea imaginilor video in timp real, bazat pe trasarea de raze*", nr. 4.4/89 din 30.05.2022 (Real-time video images segmentation based on ray-tracking)
- Hostiuc, Sorin and Moldoveanu, Alin et al. Translational research—the need of a new bioethics approach.
 J. of Translational Medicine. 2016. IF 7.4
- o Kristjansson, Arni and Moldoveanu, Alin et al. *Designing sensory-substitution devices: Principles, pitfalls and potential*. Restorative Neurology and Neuroscience. vol. 34, pp. 769-787.

- Bălan, Oana and Moise, Gabriela and Moldoveanu, Alin and Leordeanu, Marius and Moldoveanu, Florica. Fear Level Classification Based on Emotional Dimensions and Machine Learning Techniques. Sensors. vol. 19, no. 7, ISSN 1424-8220. 2019.
- Moldoveanu, Alin and Ferche, Oana and Moldoveanu, Florica and Lupu, Robert and Irimia, Danut and Cinteza, Delia and Toader, Corneliu. *The TRAVEE System For A Multimodal Neuromotor Rehabilitation*. In IEEE Access (IEEE). IEEE, vol. 7, ISSN 2169-3536, pp. 8151-8171. 2019.
- O Bălan, O.; Moise, G.; Petrescu, L.; Moldoveanu, A.; Leordeanu, M.; Moldoveanu, F. *Emotion Classification Based on Biophysical Signals and Machine Learning Techniques*. Symmetry 2020, 12, 21.
- I. Stanica, M. -I. Dascalu, C. N. Bodea and A. D. Bogdan Moldoveanu, "VR Job Interview Simulator: Where Virtual Reality Meets Artificial Intelligence for Education," 2018 Zooming Innovation in Consumer Technologies Conference (ZINC), 2018, pp. 9-12.
- M. -I. Dascalu, A. Moldoveanu and E. A. Shudayfat, "Mixed reality to support new learning paradigms" ICSTCC, 2014, pp. 692-697

Narrative CV

Prof.dr. Alin Moldoveanu (Key person), valedictorian and now Full Professor at Faculty of Automatic Control and Computers from POLITEHNICA University of Bucharest, is one of the *Romanian pioneers of applied Virtual and Augmented Reality* (VR & AR).

For more than 10 years, Alin has been leading impactful research in these areas, particularly with medical and cultural applications, *extremely relevant for the current proposal*.

Alin coordinates the interdisciplinary and research oriented <u>Computer Graphics, Multimedia and Virtual Reality</u> Master's program, where he teaches the VR and AR courses. At Bachelor's, he also teaches the Software Engineering course, and the Game Design and Gamification course.

Alin's <u>research vision</u> is that of VR and AR innovation empowering people, sustaining their health, wellbeing, abilities, and creativity. To materialize this vision, as leader of the <u>3DUPB</u> research team, he was/is <u>director or responsible for 15 European or national research projects</u> in these areas, such as <u>Sound of Vision</u>, <u>TRAVEE</u>, <u>HAI-OPS</u>, <u>Prevent</u>, <u>Lib2Life</u> etc.

These projects, in the areas of eHealth and eCulture, introduced brand new concepts and brought them close to materialization, as real-life products or services, achieving *high TLRs* (6-8).

In last 10 years, Alin authored <u>over 300 scientific papers</u>, widely in prestigious venues, including high-impact factor Q1/Q2 journals or even Nature S.R., as well as A*/A+/A and B conferences. He has, already, solid, and rapidly growing scientometric indexes considering the recency of most of the papers (WoS h-index 18, Scholar h-index 26), and has been editor/scientific board member for reputed journals or conferences.

Alin's works received prestigious prizes, such as:

- Best "Tech for Society" Horizon 2020 project (2018), awarded by E.C. Innovation Radar competition
 received by project Sound of Vision (where Alin led as projects' technical coordinator).
- Award of Excellence for Activity in eHealth and eLearning, by the Romanian Ministry of Economy and Romanian General Secretariat of the Government, 2014
- Eureka success story, for the project RETEMES (Reliability Testing of Medical Systems), 2008-2010.
- Best Paper Award for PhD Students: "Navigational 3D Audio-Based Game Training Towards Rich Auditory Spatial Representation of the Environment". O. Bălan, A. Moldoveanu, F. Moldoveanu, M. I. Dascălu. Proceedings of the 18th International Conference on System Theory, Control and Computing, Sinaia, Romania, October 17-19, 2014, pp. 688-693, ISBN 978-1-4799-4602-0
- Best paper award "Developing a Navigational 3D Audio Game with Hierarchical Levels of Difficulty for the Visually Impaired Players". O. Bălan, A. Moldoveanu, F. Moldoveanu, A. Butean. a 12-a Conferință Națională de Interacțiune Om-Calculator, 24-25 September 2015, Bucharest, Romania.
- Distinguished paper award The TRAVEE Neuromotor Rehabilitation System: in-Vivo Testing". O.
 Ferche, A. Moldoveanu, et al. Zooming Innovation in Consumer Electronics. 2017.
- 2018 BCI Award Nominee. Robert Gabriel Lupu, Florina Ungureanu, Oana Ferche, Alin Moldoveanu.
 Neuromotor Recovery based on BCI, FES, Virtual Reality and Augmented Feedback for upper limbs.

